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Subject: Re: Coming soon -- I bet you never thought you'd see this

Posted by [Creed3020](#) on Thu, 01 Feb 2007 16:51:54 GMT

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Dethdeath wrote on Wed, 31 January 2007 05:26I recently noticed that players which had played a lot of coop/mission maps literally made jumps on the ladder, it's even so bad that one of them managed to get to #1 now, even though he was told yesterday that gaining so much ladder through coop/mission maps is lame. Just shows how determined he was to get to #1, the end justifies the means eh? I just find it to be unfair to the players who play normal games all the time. The ladder itself might not mean much to most players, but I can imagine it means something to the 5 or so players at the very top. If something were to be done about it, it should be done before the month is over.

I definatly noticed the other day that one player was definatly abusing the way certain servers give out ladder points to reach the #1 spot on the ladder. After checking his games played history it confirmed what I had thought he was doing.

I think what is currently going on is a good case study of what is wrong with the current ladder schema and gives us reason to ensure that people taking such actions should not be rewarded in the future when a new schema is created and properly balanced.

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